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DR-06739-001_v01_v9.2 | July 2018
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**NVIDIA Driver**

**Description**
This package contains the operating system driver and fundamental system software components for NVIDIA GPUs.

**NVIDIA CUDA Toolkit**

**Description**
The NVIDIA CUDA Toolkit provides command-line and graphical tools for building, debugging and optimizing the performance of applications accelerated by NVIDIA GPUs, runtime and math libraries, and documentation including programming guides, user manuals, and API references.

**Default Install Location of CUDA Toolkit**

Windows platform:

```
%ProgramFiles%\NVIDIA GPU Computing Toolkit\CUDA\v#.#
```

Linux platform:

```
/usr/local/cuda-#.#
```

Mac platform:

```
/Developer/NVIDIA/CUDA-#.#
```
NVIDIA CUDA Samples

Description
This package includes over 100+ CUDA examples that demonstrate various CUDA programming principles, and efficient CUDA implementation of algorithms in specific application domains.

Default Install Location of CUDA Samples

Windows platform:
%ProgramData%\NVIDIA Corporation\CUDA Samples\v#.#

Linux platform:
/usr/local/cuda-#.#/samples

and
$HOME/NVIDIA_CUDA-#.#_Samples

Mac platform:
/Developer/NVIDIA/CUDA-#.#/samples

NVIDIA Nsight Visual Studio Edition (Windows only)

Description
NVIDIA Nsight Development Platform, Visual Studio Edition is a development environment integrated into Microsoft Visual Studio that provides tools for debugging, profiling, analyzing and optimizing your GPU computing and graphics applications.

Default Install Location of Nsight Visual Studio Edition

Windows platform:
%ProgramFiles(x86)%\NVIDIA Corporation\Nsight Visual Studio Edition #.#
Chapter 1. 
NVIDIA SOFTWARE LICENSE AGREEMENT

Release Date: October 20, 2016

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1.8. Term and Termination

1.8.1. AGREEMENT, Licenses and Services

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2. “AGREEMENT” means this SLA and all associated Supplements entered by the parties referencing this SLA.

3. “Authorized Users” means your Enterprise individual employees and any of your Enterprise’s Contractors, subject to the terms of the “Enterprise and Contractors Usage” section.

4. “Confidential Information” means the Licensed Software (unless made publicly available by NVIDIA without confidentiality obligations), and any NVIDIA business, marketing, pricing, research and development, know-how, technical, scientific, financial status, proposed new products or other information disclosed by NVIDIA to you which, at the time of disclosure, is designated in writing as confidential or proprietary (or like written designation), or orally identified as confidential or proprietary or is otherwise reasonably identifiable by parties exercising reasonable business judgment, as confidential. Confidential Information does not and will not include information that: (i) is or becomes generally known to the public through no fault of or breach of the AGREEMENT by the receiving party;
(ii) is rightfully known by the receiving party at the time of disclosure without an obligation of confidentiality; (iii) is independently developed by the receiving party without use of the disclosing party’s Confidential Information; or (iv) is rightfully obtained by the receiving party from a third party without restriction on use or disclosure.

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7. “Enterprise” means you or any company or legal entity for which you accepted the terms of this SLA, and their subsidiaries of which your company or legal entity owns more than fifty percent (50%) of the issued and outstanding equity.

8. “Feedback” means any and all suggestions, feature requests, comments or other feedback regarding the Licensed Software, including possible enhancements or modifications thereto.

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12. “Order” means a purchase order issued by you, a signed purchase agreement with you, or other ordering document issued by you to NVIDIA or a NVIDIA authorized reseller (including any on-line acceptance process) that references and incorporates the AGREEMENT and is accepted by NVIDIA.

13. “Software” means the NVIDIA software programs licensed to you under the AGREEMENT including, without limitation, libraries, sample code, utility programs and programming code.

14. “Supplement” means the additional terms and conditions beyond those stated in this SLA that apply to certain Licensed Software licensed hereunder.
Chapter 2.
CUDA SUPPLEMENT TO SOFTWARE LICENSE AGREEMENT

Release date: March 24, 2016

The terms set forth in this CUDA Supplement (“Supplement”) govern your use of the NVIDIA Licensed Software within the CUDA family of software products, namely the CUDA Toolkit and associated drivers, sample source code and the CUDA Nsight Visual Studio Edition (collectively, the “CUDA Licensed Software”) under the terms of your software license agreement (“SLA”) as modified by this Supplement. This Supplement is an exhibit to the SLA and is hereby incorporated as an integral part thereto. Capitalized terms used but not defined herein shall have the meaning assigned to them in the SLA. In the event of conflict between the terms in this Supplement and the terms in the SLA, this Supplement shall control.

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  `nppig.dll`, `nppig.lib`, `nppim.dll`, `nppim.lib`, `nppist.dll`, `nppist.lib`,
  `nppisu.dll`, `nppisu.lib`, `nppitc.dll`, `nppitc.lib`, `npps.dll`, `npps.lib`
- **Mac OS:** `libnppc.dylib`, `libnppc_static.a`, `libbppial.dylib`,
  `libbppial_static.a`, `libnppicc.dylib`, `libnppicc_static.a`, `libnppicom.dylib`,
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  `libnppif_static.a`, `libnppig.dylib`, `libnppig_static.a`, `libnppim.dylib`,
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  `libnppisu_static.a`, `libnppitc.dylib`, `libnppitc_static.a`, `libnpps.dylib`,
  `libnpps_static.a`
- **Linux:** `libnppc.so`, `libnppc_static.a`, `libbppial.so`, `libbppial_static.a`,
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  `libnppitc_static.a`, `libnpps.so`, `libnpps_static.a`
- **Android:** `libnppc.so`, `libnppc_static.a`, `libbppial.so`, `libbppial_static.a`,
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  `libnppitc_static.a`, `libnpps.so`, `libnpps_static.a`

### Component: Internal common library required for statically linking to cuBLAS, cuSPARSE, cuFFT, cuRAND and NPP
- **Mac OS:** `libculibos.a`
- **Linux:** `libculibos.a`

### Component: NVIDIA Runtime Compilation Library
- **Windows:** `nvrtc.dll`, `nvrtc-builtins.dll`
- **Mac OS:** `libnvrtc.dylib`, `libnvrtc-builtins.dylib`
- **Linux:** `libnvrtc.so`, `libnvrtc-builtins.so`

### Component: NVIDIA Optimizing Compiler Library
- **Windows:** `nvvm.dll`
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- **Linux:** `libnvvm.so`

### Component: NVIDIA Common Device Math Functions Library
- **Windows:** `libdevice.10.bc`
- **Mac OS:** `libdevice.10.bc`
- **Linux:** `libdevice.10.bc`

### Component: CUDA Occupancy Calculation Header Library
- **All:** `cuda_occupancy.h`

### Component: CUDA Half Precision Headers
- **All:** `cuda_fp16.h`, `cuda_fp16.hpp`

### Component: CUDA Profiling Tools Interface (CUPTI) Library
- **Windows:** `cupti.dll`
- **Mac OS:** `libcupti.dylib`
- **Linux:** `libcupti.so`

### Component: NVIDIA Tools Extension Library
- **Windows:** `nvToolsExt.dll`, `nvToolsExt.lib`
- **Mac OS:** `libnvToolsExt.dylib`
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